1. (Amended) A computer system comprising:

      at least one processor;

      a memory coupled to the at least one processor;

      a datastream factory residing in the memory and executed by the at least one processor, the datastream factory creating an instance of a datastream class corresponding to an identifier in a datastream received from a second computer system; and

      a datastream receive mechanism residing in the memory and executed by the at least one processor, the datastream receive mechanism populating the instance of the datastream class with information contained in the datastream received from the second computer system by invoking at least one object method on the instance.

2. (Unchanged) The computer system of claim 1 further comprising a datastream processing mechanism residing in the memory for processing the instance of the datastream by invoking at least one object method on the instance.

3. (Unchanged) The computer system of claim 1 further comprising a datastream send mechanism residing in the memory for sending the instance of the datastream by invoking at least one object method on the instance.

4. (Unchanged) The computer system of claim 1 wherein the datastream identifies executable code residing in the memory for receiving the datastream from the second computer system.

5. (Unchanged) The computer system of claim 4 wherein the datastream further identifies executable code residing in the memory for performing a request represented by the datastream.

1   6. (Unchanged) The computer system of claim 5 wherein the datastream further identifies

2   executable code residing in the memory for sending the datastream from the second

3   computer system to the computer system.

1   7. (Amended) A networked computer system comprising:

2   a first computer system coupled via a network connection to a second computer

3   system;

4   each of the first and second computer systems comprising a datastream processor,

5   the datastream processor including:

6   a datastream factory for creating an instance of an active datastream class

7   corresponding to a datastream identifier received in a datastream on the network

8   connection from the other computer system; and

9   a datastream receive mechanism that populates the instance of the active

10   datastream class with information contained in the datastream received on the

11   network connection from the other computer system by invoking at least one

12   object method on the instance.

1   8. (Amended) A networked computer system comprising:

2   a first computer system coupled via a network connection to a second computer

3   system;

4   means for constructing an active datastream, the active datastream including a

5   datastream identifier that identifies executable code for processing the active datastream;

6   means for sending the active datastream from the first computer system to the

7   second computer system;

8   means for creating an instance of a datastream class that corresponds to the

9   datastream identifier in the second computer system;

10   means for populating the instance of the datastream class with information

11   contained in the active datastream received from the first computer system.

1   9. (Unchanged) The computer system of claim 8 further comprising:

2   means for processing the instance of the datastream class by invoking at least one

3   object method on the instance.

1   10. (Unchanged) The computer system of claim 8 further comprising:

2   means for sending the instance of the datastream class by invoking at least one

3   object method on the instance.

1   11. (Amended) A method for communicating between a first computer system and a

2   second computer system, the method comprising the steps of:

3   the first computer system constructing an active datastream, the active datastream

4   including a datastream identifier that identifies executable code for processing the active

5   datastream;

6   the first computer system sending the active datastream to the second computer

7   system;

8   the second computer system creating an instance of a datastream class that

9   corresponds to the datastream identifier;

10   the second computer system populating the instance of the datastream class with

11   information contained in the active datastream received from the first computer system by

12   invoking at least one object method on the instance.

1   12. (Unchanged) The method of claim 11 further comprising the step of executing the

2   executable code on the datastream instance to process the active datastream.

1   13. (Amended) The method of claim 11 wherein the step of populating the instance of

2   the datastream with the information contained in the active datastream includes the step

3   of executing a receive method on the instance of the datastream class.

1   14. (Unchanged) The method of claim 11 wherein the step of the first computer system

2   sending the active datastream to the second computer system includes the step of

3   invoking at least one object method on the active datastream.

1   15. (Amended) A method for communicating between a first computer system and a

2   second computer system, the method comprising the steps of:

3   the first computer system constructing an active datastream object, the active

4   datastream object including a datastream identifier that identifies a corresponding

5   datastream class that includes executable code corresponding to a plurality of object

6   methods for processing the active datastream object;

7   the first computer system sending the active datastream to the second computer

8   system by invoking a send method on the active datastream object;

9   the second computer system reading the datastream identifier from the active

10 datastream object received from the first computer system;

11   the second computer system creating a new instance of the datastream class that

12 corresponds to the datastream identifier;

13   the second computer system populating the new instance with information

14 contained in the active datastream received from the first computer system by invoking a

15 receive method on the new instance; and

16   the second computer system performing a request represented by the active

17 datastream by invoking at least one object method on the new instance.

1 16. (Amended) A program product comprising:

2   a datastream factory that creates an instance of a datastream class corresponding

3 to an identifier in a received datastream;

4   a datastream receive mechanism that populates the instance of the datastream

5 class with information contained in the received datastream by invoking at least one

6 object method on the instance; and

7   signal bearing media bearing the datastream factory and the datastream receive

8 mechanism.

1 17. (Unchanged) The program product of claim 16 wherein the signal bearing media

2 comprises recordable media.

1 18. (Unchanged) The program product of claim 16 wherein the signal bearing media

2 comprises transmission media.

1 19. (Unchanged) The program product of claim 16 further comprising a datastream

2 processing mechanism on the signal bearing media for processing the instance of the

3 datastream by invoking at least one object method on the instance.

1 20. (Unchanged) The program product of claim 16 further comprising a datastream send

2 mechanism on the signal bearing media for sending the instance of the datastream by

3 invoking at least one object method on the instance.